# Program Your "Robot" to Build

You can do this activity with LEGO bricks, any other building blocks, and even recycled resources like cardboard, string, etc... as long as you have TWO sets of the same exact supplies!
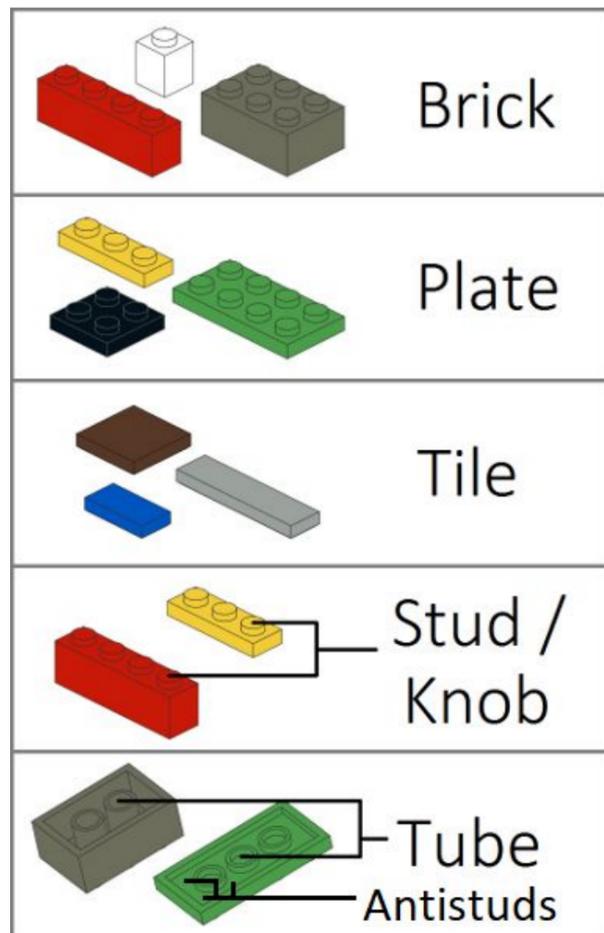
This is a "Battleship Style" activity where one person is the programmer and the other person is the "robot."
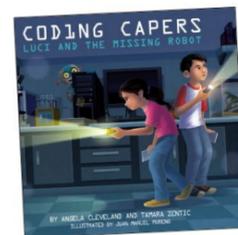Both programmer and "robot" have the same set of supplies.



Brick
Plate
Tile
Stud / Knob
Tube — Antistuds

1. Place a divider between the two so the programmer and "robot" cannot see what they build.
2. The programmer builds the creation.
3. Programmer gives the "robot" very precise instructions in a step-by-step process so the "robot" can recreate what the programmer has built.
4. If using Legos, the programmer and "robot" have a common language to describe the pieces. If not using other supplies, the programmer will need to first program the "robot" with names of supplies.
5. If the "robot" doesn't understand the directions, they say, "Does not compute" in their best robotic voice. The programmer can give directions again and in a different way, but they cannot ask questions like "What part doesn't make sense?"
6. After the programmer finishes giving directions, the "robot" and programmer compare what they built and debrief the process. What went well? What can we improve for the next round?
7. Then, they swap roles! The programmer is now the "robot," and the "robot" is now the programmer!

SOURCE: images.app.goo.gl/o7qJJr63rntbYYRo8

*Coding Capers: Luci and the Missing Robot* is available for purchase on **Amazon**.
This STEM-friendly tale takes children on a fun game of hide and seek that teaches coding terminology and how technology and computer science work together to create and manage so many of the things we use in our daily lives. With a little ingenuity and a lot of perseverance, Luci and her friends follow the clues and end up with a surprise that will allow each of them to help others and **inspire the next generation of leaders.**

bit.ly/CodingCapersLegoActivity